

File 8:Ei Compendex(R) 1884-2010/Apr W2
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 File 142:Social Sciences Abstracts 1983-2010/Feb
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S1 350396 RADIO(3N)(WAVE OR WAVES OR SPECTRUM OR SPECTRA OR FREQUE-
 NC? OR SIGNAL? ?) OR RFID
 S2 92201 S1/2005:2010
 S3 258195 S1 NOT S2
 limitall/s3
 S4 79033 READ OR IDENTIF? OR DETECT? OR POSITION? OR PRESENCE OR RE-
 ADER? ? OR RECOGNIZ? OR RECOGNIS? OR RECOGNITION OR DETERMIN?
 OR TAG
 S5 11522 OBJECT OR OBJECTS OR PIECE? ? OR FIGURE? ? OR DICE OR CARD
 OR CARDS OR CHARACTER? ?
 S6 292 GAME OR GAMES OR TOY OR TOYS OR GAMING
 S7 161 S1(S)S6
 S8 79 S7(S)(S4 OR S5)
 S9 2231 S4(ION)S5
 S10 1274 S9(S)S1
 S11 24429 BASE OR BOARD? ? OR INTERFACE? ? OR SCREEN? ? OR MONITOR?
 ? OR DISPLAY? ?
 S12 145 S10(S)S11
 S13 223 S8 OR S12
 S14 178 RD (unique items)
 S15 38 S7(S)S11
 S16 23 S15 NOT S14
 S17 19 RD (unique items)

14/7/36 (Item 3 from file: 2)
 DIALOG(R)File 2: INSPEC

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09285236

Title: Tagaboo: a collaborative children's game based upon wearable RFID technology

Author(s): Konkel, M.; Leung, V.; Ullmer, B.; Hu, C.

Author Affiliation: Sch. of Design, Hong Kong Polytech. Univ. , China

Journal: Personal and Ubiquitous Computing , vol.8 , no.5 , pp.382-4

Publisher: Springer-Verlag

Country of Publication: UK

Publication Date: 2004

ISSN: 1617-4909

SICI: 1617-4909(2004)8:5L..382:TCCG;1-D

CODEN: PUCEAN

Item Identifier (DOI): [10.1007/s00779-004-0302-y](https://doi.org/10.1007/s00779-004-0302-y)

Language: English

Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: Tagaboo is an interactive game for two or more children that is based upon wearable **radio frequency identification (RFID)** technology. Tagaboo combines aspects from traditional athletic children's **games** with tagged physical **objects** that are bound to different sounds and behaviors. These **objects** (tokens) are hidden in pockets that are placed on a wearable vest. While one or more children wear such vests, children may "seek" for tokens using a special glove, which is embedded with an **RFID reader** and computing capabilities. We believe Tagaboo suggests new potentials for applying **RFID** technology in both children's **games** and wearable computing (4 refs.)

14/7/39 (Item 6 from file: 2)

DIALOG(R)File 2: INSPEC

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09168371

Title: Issues with RFID usage in ubiquitous computing applications

Author(s): Floerkemeier, C.; Lampe, M.

Author Affiliation: Dept. of Comput. Sci., Pervasive Comput. Inst., Zurich, Switzerland

Book Title: Pervasive Computing. Second International Conference, PERVASIVE 2004.

Proceedings. (Lecture Notes in Comput. Sci. Vol.3001)

Inclusive Page Numbers: 188-93

Publisher: Springer-Verlag, Berlin

Country of Publication: Germany

Publication Date: 2004

Conference Title: Pervasive Computing. Second International Conference, PERVASIVE 2004.

Proceedings

Conference Date: 18-23 April 2004

Conference Location: Linz/Vienna, Austria

Conference Sponsor: Austrian Ministry of Transport, Innovation and Technol. FIT-IT Embedded Syst. Forschungsförderungsfonds für die Gewerbliche Wirtschaft Oesterreichische Computergesellschaft Land Oberösterreich Stadt Linz Stadt Wien

Editor(s): Ferscha, A. Mattern, F.

ISBN: 3 540 21835 1

Number of Pages: xvii+358

Language: English

Document Type: Conference Paper (PA)

Treatment: Practical (P)

Abstract: Radio frequency identification (**RFID**) has recently received a lot of attention as an augmentation technology in the ubiquitous computing domain. In this paper we present various sources of error in passive **RFID** systems, which can make the reliable operation of **RFID** augmented applications a challenge. To illustrate these sources of error, we equipped playing cards with **RFID** tags and measured the performance of the **RFID** system during the different stages of a typical **card game**. The paper also shows how appropriate system design can help to deal with the imperfections associated with **RFID** (9 refs.)

14/7/42 (Item 9 from file: 2)

DIALOG(R)File 2: INSPEC

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08630397

Title: Smart Playing Cards: a ubiquitous computing game

Author(s): Romer, K.; Domnitcheva, S.

Author Affiliation: Dept. of Comput. Sci., Eidgenossische Tech. Hochschule, Zurich, Switzerland

Journal: Personal and Ubiquitous Computing , vol.6 , no.5-6 , pp.371-7

Publisher: Springer-Verlag

Country of Publication: UK

Publication Date: 2002

ISSN: 1617-4909

SICI: 1617-4909(2002)6:5/6L.371:SPCU;1-V

CODEN: PUCEAN

U.S. Copyright Clearance Center Code: 1617-4909/02/\$.20+0.20

Language: English

Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: We present the 'Smart Playing Cards' application, a ubiquitous computing **game** that augments a classical **card game** with information technological functionality by attaching **RFID** tags to the **cards**. We also mention requirements that such an application makes on a supporting software infrastructure for ubiquitous computing (14 refs.)

14/7/74 (Item 11 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012415272 IP Accession No: 200909-71-1277359; 200909-61-1301850; 20091271167; A09-99-1748762

Wireless monitoring of playing cards and/or wagers in gaming

Soltys, Richard; Huizinga, Richard
, USA

Publisher Url: <http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=H1TOFF&u=/netacgi/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=75 75234.PN.&OS=pn/7575234&RS=PN/7575234>

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

Playing cards carry conductive material which may be wirelessly interrogated via **radio frequency** transmission to identify a rank and/or suit for monitoring a **card game**. Chips carry conductive material which may be wirelessly interrogated via **radio frequency** transmission to identify a value for monitoring wagering in a **card game**.

14/7/77 (Item 14 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012400711 IP Accession No: 200909-71-1250729; 200909-61-1275110; 20091244064; A09-99-1727073

Sequenced antenna array for determining where gaming chips with embedded RFID tags are located on a blackjack, poker or other gaming table and for myriad other RFID applications

Hecht, Kurt; Storch, Leonard
, USA

Publisher Url: <http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=H1OFF&u=/netacgi/ml/PTO/search-adv.htm&l=1&p=1&f=G&l=50&d=PTXT&S1=75 61053.PN.&OS=pn/7561053&RS=PN/7561053>

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

An improved antenna system, method and apparatus for interrogating and locating RFID (Radio Frequency Identification) tags and other RF (Radio Frequency) devices, and various applications therefore and thereof, are disclosed. One embodiment is for reading and locating the physical position of **RFID** tags (such as is made by Phillips, Siemens's Infineon and Texas Instrument) that may be embedded in **gaming chips** (**RFID** **gaming** chips, such as is made by **Gaming Partners International Corp.**) used in a casino, TV or movie studio or elsewhere for wagering at table games and other **gambling games** including Blackjack, Poker, Craps, Baccarat and Roulette, but the invention may be used for various other **RFID** applications.

14/7/83 (Item 20 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012220040 IP Accession No: 200906-71-1189367; 200906-61-1211255; 20091168061; A09-99-1171406

Remote Radio Controlled Inflatable Toys

Lin, Pin-Houn

, Canada

Publisher Url: <http://patents.ic.gc.ca/cipo/cpd/en/patent/1112450/summary.html>

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

TITLE Remote Radio Controlled Inflatable Toys ABSTRACT Remote radio controlled inflatable toy includes a huge inflatable **figure** of man, animal or **object**, a movable base connected to the bottom of the **figure** and operable by remote control of a **radio signal**, and a separately provided **radio signal** emitter/controller, and characterized in that: wheels **radio signal** receiver and drive mechanism are provided under the movable base to drive and/or change direction of movement through the remote control of the **radio signal** emitter/controller. A connector is provided on top of the base to retain the inflated **figure** and keep one **figure** from falling from the base. The static **figure** is removably mounted on the base through inflation to cause its bottom or foot to be urged against the connector or retracted therefrom. The radio controlled base adds a dynamic interest to the static **figure** mounted thereupon. When the **figure** is separated from the base, both can be played with as individual items. A plurality of **figures** can be provided interchangeably on a single base. -1-

14/7/84 (Item 21 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012219943 IP Accession No: 200906-71-1140335; 200906-61-1161574; 20091120103; A09-99-1123610

Remote Controlled Sports Game

Landsinger, Edmund E; Bosley, Denis V
, Canada

Publisher Url: <http://patents.ic.gc.ca/cipo/cpd/en/patent/1171436/summary.html>

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

A remote controlled sports game having first and second **figures** operable on a playing surface with each of the **figures** having receivers tuned to different frequencies for operation by **radio** transmitters with the control of movement of the **figures** against a **game object** such as a ball being effected remotely. A drive system is provided for driving two wheels simultaneously with reversal of direction of the motor operating a cam slide member through a spring clutch to lift one drive wheel for providing a tight turning radius.

14/7/85 (Item 22 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0012081703 IP Accession No: 200905-71-1084343; 200905-61-1104735; 20091065644; A09-99-1068441

Remote Controlled Sports Game

Bosley, Denis V; Landsinger, Edmund E

, Canada

Publisher Url: <http://patents.ic.gc.ca/cipo/cpd/en/patent/1178627/summary.html>

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

D-12059 A remote controlled sports game having first and second figures operable on a playing surface with each of the figures having receivers tuned to different frequencies for operation by radio transmitters with the control of movement of the figures against a game object such as a ball being effected remotely. A drive system is provided for driving two wheels simultaneously with reversal of direction of the motor operating a cam slide member through a spring clutch to lift one drive wheel for providing a tight turning radius.

14/7/90 (Item 27 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0011680518 IP Accession No: 200904-71-0777084; 200904-61-0791490; 20090765198; A09-99-0767053

Children's toy with wireless tag/transponder

Weston, Denise Chapman

, USA

Publisher Url: <http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netacgi/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=74 88231.PN.&OS=pn/7488231&RS=PN/7488231>

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

A playmate toy or similar children's toy is provided having associated wireless, batteryless ID tag that can be read from and/or written to using a radio-frequency communication protocol. The tag is mounted internally within a cavity of the toy and thereby provides wireless communication of stored information without requiring removal and reinsertion of the tag. In this manner, a stuffed animal or

other **toy** can be quickly and easily **identified** non-invasively, without damaging the **toy**. Additional information (e.g., unique personality traits, special powers, skill levels, etc.) can also be stored on the **ID tag**, thus providing further personality enhancement, input/output programming, simulated intelligence and/or interactive **gaming** possibilities.

14/7/92 (Item 29 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0011256303 IP Accession No: 200902-71-0427461; 200902-61-0428750; 20090418824; A09-99-0420002

RFID whiteboard

Hart, Matt E
, USA

Publisher Url: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=H1TOFF&u=/netahmt/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=74_71209.PN.&OS=pn/7471209&RS=PN/7471209

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

Systems and methods for using **radio frequency identification** ('**RFID**') technology in display boards such as whiteboards, corkboards, and bulletin boards are disclosed. An **RFID tag** is affixed to each **object** that is placed on the display board. Each **tag** uniquely **identifies** the **object** to which it is affixed. **RFID readers** are placed in proximity to the board so that the **position** and identity of the tagged objects on the board can be **determined**. **RFID readers** can quickly convey this information to a computing device. Optionally, receipt of the position and identity information at the computing device can trigger other events such as the output of notifications.

14/7/110 (Item 47 from file: 23)

DIALOG(R)File 23: CSA Technology Research Database

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0010057915 IP Accession No: 200808-71-0974368; 200808-61-1075523; 20080936446; A08-99-1039780

Video display controller, user interface and programming structure for such interface

Bertram, Randal Lee
, USA

Publisher Url: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=H1TOFF&u=/netahmt/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56_57091.PN.&OS=pn/5657091&RS=PN/5657091

Document Type: Patent

Record Type: Abstract

Language: English

File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

Abstract:

The use of video/audio signal streams such as in the past have been distributed by broadcast over **radio frequency** bands or by cable distribution, or made available from video recorder/player devices such as cassette recorders or video disc players, or made available from direct, live sources such as cameras, **game** systems or computers. In accordance with this invention, programs stored in memory devices associated with microcontrollers controlling the display to a user are constructed in a language which uses layered statements, each of which can have a description portion, an action portion, and a unique connecting **character**.

File 9:Business & Industry(R) Jul/1994-2010/Apr 19
(c) 2010 Gale/Cengage
File 16:Gale Group PROMT(R) 1990-2010/Apr 19
(c) 2010 Gale/Cengage
File 160:Gale Group PROMT(R) 1972-1989
(c) 1999 The Gale Group
File 148:Gale Group Trade & Industry DB 1976-2010/Apr 19
(c) 2010 Gale/Cengage
*File 148: CURRENT feature not working. See HELP NEWS148.
File 621:Gale Group New Prod.Annou.(R) 1985-2010/Mar 02
(c) 2010 Gale/Cengage
File 15:ABI/Inform(R) 1971-2010/Apr 19
(c) 2010 ProQuest Info&Learning
File 624:McGraw-Hill Publications 1985-2010/Apr 19
(c) 2010 McGraw-Hill Co. Inc
File 635:Business Dateline(R) 1985-2010/Apr 19
(c) 2010 ProQuest Info&Learning
File 636:Gale Group Newsletter DB(TM) 1987-2010/Mar 17
(c) 2010 Gale/Cengage
File 47:Gale Group Magazine DB(TM) 1959-2010/Mar 29
(c) 2010 Gale/Cengage
File 141:Readers Guide 1983-2010/Feb
(c) 2010 The H.W. Wilson Co
File 484:Periodical Abs Plustext 1986-2010/Apr 19
(c) 2010 ProQuest
File 88:Gale Group Business A.R.T.S. 1976-2010/Apr 19
(c) 2010 Gale/Cengage
File 619:Asia Intelligence Wire 1995-2010/Apr 19
(c) 2010 Fin. Times Ltd
File 649:Gale Group Newswire ASAP(TM) 2010/Mar 04
(c) 2010 Gale/Cengage
File 570:Gale Group MARS(R) 1984-2010/Mar 17
(c) 2010 Gale/Cengage
File 674:Computer News Fulltext 1989-2006/Sep W1
(c) 2006 IDC Communications
*File 674: File 674 is closed (no longer updates).
File 275:Gale Group Computer DB(TM) 1983-2010/Mar 11
(c) 2010 Gale/Cengage
File 647:UBM Computer Fulltext 1988-2010/Apr W3
(c) 2010 UBM, LLC

NC? OR SIGNAL? ?) OR RFID
S2 188009 S1/2005:2010
S3 220340 S1 NOT S2
limitall/s3
S4 14619 GAME OR GAMES OR TOY OR TOYS OR GAMING
S5 129454 READ OR IDENTIF? OR DETECT? OR POSITION? OR PRESENCE OR RE-
ADER? ? OR RECOGNIZ? OR RECOGNIS? OR RECOGNITION OR DETERMIN?
OR TAG
S6 60669 OBJECT OR OBJECTS OR PIECE? ? OR FIGURE? ? OR DICE OR CARD
OR CARDS OR CHARACTER? ?
S7 100452 BASE OR BOARD? ? OR INTERFACE? ? OR SCREEN? ? OR MONITOR?
? OR DISPLAY? ?
S8 12015 S5(10N)S6
S9 1033 S4(10N)S7
S10 0 S8(S)S9(S)S1
S11 36 S8(S)S4(S)S1
S12 105 S4(10N)S6(S)S1
S13 92 S9(S)S1
S14 215 S11:S13
S15 125 RD (unique items)

15/3,K/11 (Item 11 from file: 9)

DIALOG(R)File 9: Business & Industry(R)

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02450632 Supplier Number: 24839538 (USE FORMAT 7 OR 9 FOR FULLTEXT)

The Generation Game

(Toy makers respond to trend towards more family interaction with several product launches; companies introduce games to take advantage of popular cultural phenomenon like Who Wants to Be A Millionaire)

Playthings , v 99 , n 5 , p 36

May 2001

Document Type: Journal ISSN: 0032-1567 (United States)

Language: English Record Type: Fulltext

Word Count: 1872 (USE FORMAT 7 OR 9 FOR FULLTEXT)

TEXT:

...varied formats and platforms.

Today's wireless, electronic culture is something to tap into. "Using **radio frequency** in games is a truly innovative idea and a radical departure from what we're..."

...the fastest growing sector of Hasbro's overall business "and the irony is that computer **games** are often extensions of **board games**," he adds. "One's not really working against the other." But there has been a...

15/3,K/12 (Item 12 from file: 9)

DIALOG(R)File 9: Business & Industry(R)

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02189689 Supplier Number: 25739668 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Child's play: Operators are serious about FunPad as marketing tool

(Restaurant operators are testing Entertainment Systems Technology's FunPad system, which is a wireless electronic game board/marketing tool)

Nation's Restaurant News , v 34 , n 25 , p 24

June 19, 2000

Document Type: Journal ISSN: 0028-0518 (United States)

Language: English **Record Type:** Fulltext

Word Count: 746

ABSTRACT:

...Entertainment Systems Technology's (Huntington Beach, CA) FunPad system. The FunPad is a wireless electronic **game board**/marketing tool. The system has been found to be very appealing to children, according to... ...storage that can be expanded to 1 GB. The product features a 2.4-gigahertz **radio frequency** wireless network transceiver. The full text provides additional information.

15/3,K/17 (Item 17 from file: 9)

DIALOG(R)File 9: Business & Industry(R)

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00596734 Supplier Number: 23128618 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Lasers Replace "Paintballs" In New Entertainment System

(Heads Up Technologies intros adventure game called LaserTrek, reality-based action game developed for arcades, theme parks)

Newsbytes News Network , p N/A

February (9, 1995

Document Type: Journal (United States)

Language: English **Record Type:** Fulltext

Word Count: 348 (USE FORMAT 7 OR 9 FOR FULLTEXT)

TEXT:

...players can participate simultaneously in LaserTrek. The equipment used is infrared, laser light and a **radio frequency** local area network (LAN). Players are apprised of their **game** status through a variety of inputs. A LCD (liquid crystal **display**) indicator on the rear of the 4.25-pound laser gun keeps a running total...

...The display also indicates "hits" and where they occurred and which player "shot" you. The **game** arena has a score **board** for each team and a **game** timer that are visible to players.

The 7.8-pound vest worn by each player...

15/3,K/107 (Item 1 from file: 88)

DIALOG(R)File 88: Gale Group Business A.R.T.S.

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05627932 **Supplier Number:** 68759698

Interactive Toys and Children's Education.(research)

Oravec, Jo Ann

Childhood Education , 77 , 2 , 81

Winter , 2000

ISSN: 0009-4056

Language: English **Record Type:** Fulltext

Word Count: 3958 **Line Count:** 00326

...development:

Interaction with other toys and with television shows: Interactive Pooh (from Mattel) reacts through **radio-frequency** technology when another interactive toy in the Pooh collection (which includes Tigger and Piglet) enters...

...be "co-watchers" of television with children; they make comments about what is on the **screen**, thus encouraging children's TV consumption. Furthermore, the **toys** shape children's perceptions about the shows and about television itself, a role that many...

File 350:Derwent WPIX 1963-2010/UD=201024

(c) 2010 Thomson Reuters

File 347:JAPIO Dec 1976-2009/Dec(Updated 100326)

(c) 2010 JPO & JAPIO

S1 187654 RADIO(3N)(WAVE OR WAVES OR SPECTRUM OR SPECTRA OR FREQUE-
NC? OR SIGNAL? ?) OR RFID
S2 326089 GAME OR GAMES OR TOY OR TOYS OR GAMING
S3 3178 S1 AND S2
limitall/s3
S4 2327 READ OR IDENTIF? OR DETECT? OR POSITION? OR PRESENCE OR RE-
ADER? ? OR RECOGNIZ? OR RECOGNIS? OR RECOGNITION OR DETERMIN?
OR TAG OR TAGS OR TAGGING
S5 1524 OBJECT OR OBJECTS OR PIECE? ? OR FIGURE? ? OR DICE OR CARD
OR CARDS OR CHARACTER? ?
S6 1885 BASE OR BOARD? ? OR INTERFACE? ? OR SCREEN? ? OR MONITOR?
? OR DISPLAY? ?
S7 409 S4(S)S5(S)S6
S8 239 S7(S)S1(S)S2
S9 532 S4(10N)S5
S10 260 S5(10N)S6
S11 374 S1(S)S2(S)(S9 OR S10)
S12 226 S9(S)S6
S13 185 S10(S)S4
S14 162 S1(S)S2(S)(S12 OR S13)

14/25.K/101 (Item 101 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0016265322 *Drawing available*

WPI Acc no: 2006-796946/200681

Related WPI Acc No: 2003-299163; 2009-J16986

Toy character for use in interactive entertainment, has wireless transponder comprising radio

frequency identification tag with antenna for wireless communication of character information

Patent Assignee: WESTON D C (WEST-I); CREATIVE KINGDOMS LLC (CREA-N)

Inventor: WESTON D C

Patent Family (2 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
US 20060234601	A1	20061019	200681	B
US 7488231	B2	20090210	200917	E

Local Applications (no., kind, date): US 2000241893 P 20001020; US 200145582 A 20011022; US 2005241812 A 20050930 ; US 2000241893 P 20001020; US 200145582 A 20011022; US 2005241812 A 20050930

Priority Applications (no., kind, date): US 2000241893 P 20001020; US 200145582 A 20011022; US 2005241812 A 20050930

Alerting Abstract US A1

NOVELTY - A wireless transponder arranged in inner portion of the toy, comprises radio frequency identification (RFID) tag (110) with memory for storing character information associated with the toy character, and antenna for wireless communication of the character information, through the outer covering, without requiring exposure of the wireless transponder.

DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

1. interactive toy system for child entertainment; and
2. method of providing interactive toy character.

USE - For stuffed animals, dolls, puppets, action figures, robots, battery operated toys, trinkets, amusement items, jewelry, board games, board game tokens, masks, costumes, magic wands, hats and bags, interactive children's books, balls, pillows, and bean bags for interactive entertainment for children.

ADVANTAGE - Since the radio waves can penetrate solid **objects** such as the outer skin of the **toy** easily, the **tag** can be mounted internally within a cavity of the **toy** and thereby provide communication of stored information without requiring surgical removal of the **tag**. A stuffed animal or other **toy** can be quickly and easily **identified** non-invasively, without damaging the **toy**.

14/25,K/113 (Item 113 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0015645363 Drawing available

WPI Acc no: 2006-209542/200622

XRPX Acc No: N2006-180124

Interaction system for computer games, uses radio wave, electromagnetic, acoustic or optic means to determine position and type of gaming pieces on board

Patent Assignee: CHRISTENSSON A (CHRI-I); SEGERHAMMAR P (SEGE-I)

Inventor: CHRISTENSSON A; SEGERHAMMAR P

Patent Family (2 patents, 1 countries)				
Patent Number	Kind	Date	Update	Type
SE 200400877	A	20051002	200622	B
SE 528882	C2	20070306	200720	E

Local Applications (no., kind, date): SE 2004877 A 20040401

Priority Applications (no., kind, date): SE 20040877 A 20040401

Alerting Abstract SE A

NOVELTY - The positions of gaming pieces (103) on a board (100) are detected using radio wave, electromagnetic, acoustic or optic means and they are identified or the type of gaming piece is determined also using radio wave, electromagnetic, acoustic or optic means. This information is sent to the computer system (104) and inputted into a game application running on the computer. The position and type of gaming piece can be identified using e.g. a video camera (101).

USE - For computer games or similar applications.

ADVANTAGE - Pieces can be moved more easily compared with the use of a mouse or the keyboard input of coordinates.

14/25,K/131 (Item 131 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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WPI Acc no: 2004-781384/200477

RF game card, game interface method using the same, and security method and server used for the same

Patent Assignee: BLUEDIGH INC (BLUE-N)

Inventor: CHAE S C; LEE J H

Patent Family (2 patents, 1 countries)				
Patent Number	Kind	Date	Update	Type
KR 2004066743	A	20040727	200477	B
KR 701057	B1	20070329	200830	E

Local Applications (no., kind, date): KR 200411578 A 20040220; KR 200411578 A 20040220

Priority Applications (no., kind, date): KR 200411578 A 20040220

Alerting Abstract KR A

NOVELTY - An RF(Radio Frequency) game card, a game interface method using the same, and a security method and a server used for the same are provided to solve a problem such as an illegal duplication of the game card, offer various amusements by offering a new interface, and induce the purchase of the game card.

DESCRIPTION - An RF reader(42) continuously transmits a radio wave. If the RF game card(41) is approached in a range of the radio wave, the RF reader receives the data of the RF game card and transfers the data to an operation device(45). An input device(43) is a mouse, a joystick, and a game pad, and is connected to the operation device. An output device(44) is a monitor, a TV, and a speaker,

and is connected to the operation device. The operation device performs the operation according to a **game** software by receiving the information needed for advancing a **game** from the RF reader or the input device, and is a video **game** console, a computer, a **game** machine, or a **game** server.